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Jan Pieńkowski

HAUNTED HOUSE

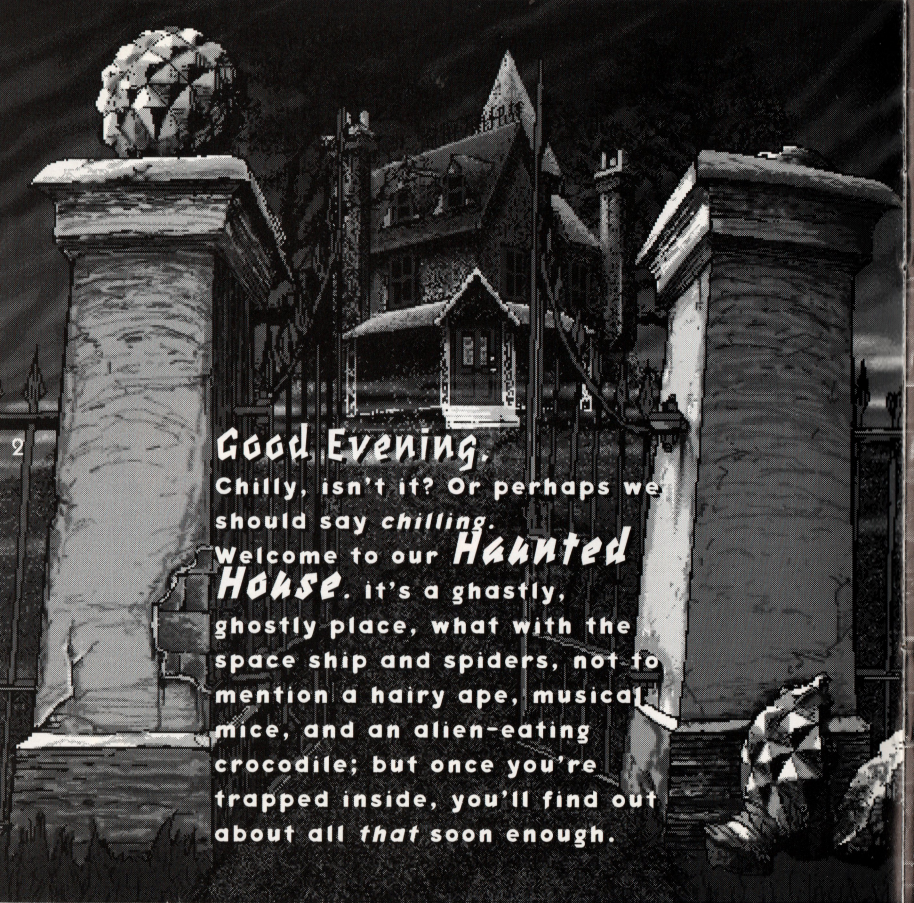
Let yourself in

PC/MAC CD-ROM

SUGGESTED FOR AGES 4-8

REED INTERACTIVE

PHILIPS



Good Evening.

Chilly, isn't it? Or perhaps we should say *chilling*. Welcome to our **Haunted House**. It's a ghastly, ghostly place, what with the space ship and spiders, not to mention a hairy ape, musical mice, and an alien-eating crocodile; but once you're trapped inside, you'll find out about all *that* soon enough.

The key to the game is the key in the cellar. You must find it to get out of the **Haunted House**. But you can't simply go to the cellar and look for the key. Alas, the cellar is locked, so you'll have to explore the house a bit.

Before you give up the ghost, you'll have to wander the creepy corridor, and poke into every caustic corner of each wretched room, to find each of the five numbers you need to open the combination lock and get into the cellar. The numbers are hidden in a different place every time you play the game. Remember, there isn't a number in every room every time.

Oh, one more thing you should know; you are not alone in the house. Look before you peep.

Installing *Haunted House*

Before you begin, check that your system meets the following minimum requirements:

Windows® systems

IBM or 100% compatible PC
(486SX 25 MHz or faster processor)
Double-speed CD-ROM drive
(minimum 300 KB transfer rate)
8MB of RAM
2MB free disk space
MS-DOS version 5.0 or later
(not required for Windows® 95 users)
Microsoft Windows version 3.1 or later
or Windows 95
SVGA monitor with 640x480 resolution
and 256 colors
Microsoft-compatible mouse
SoundBlaster™-compatible sound card
(8-bit or 16-bit sound/22 KHz sampling)

Macintosh® systems

68040 25 MHz processor or better
68030 33 MHz processor or better
256 colors
5MB RAM
Double-speed CD-ROM drive
System 7.1 or later

Note: Installation is not required for Macintosh computers.

Installing *Haunted House* for Windows:

1. Start Windows. If Windows is already running, exit any other currently active programs, including screen savers, as they could interfere with installation.
2. From the Program Manager, select File on the menu bar. Then choose Run.
3. In the Command Line box that appears, type: D: SETUP (if your CD-ROM is not the D: drive, enter the correct letter) and then click on OK.
4. Follow the on-screen instructions.
5. When the installation is done, you will return to the Program Manager and see a new program group, Reed Interactive, with icons for *Haunted House*, *Haunted House* Help file, and *Haunted House* Uninstall.
6. For the latest information, double click on the *Haunted House* Help File icon. When finished reviewing the file, close it by pulling down the File menu and choosing Exit.

Installing *Haunted House* for Windows 95

Insert the *Haunted House* CD to begin to play. If the introduction screen does not appear, then proceed as follows:

1. Click on the Start button on the Taskbar to bring up the Start menu.
2. Select Settings and click on Control Panel.
3. In the Control Panel, double click on the Add/Remove Programs icon.
4. On the upper portion of the Install/Uninstall tab click on the Install button.
5. Click on Next when you are instructed to place the CD-ROM in your CD-ROM drive.

   Windows 95 scans your CD-ROM drive for SETUP.EXE. The Run Installation Program dialog box appears and instructs you to verify that the Command Line information is correct. This information should read D:SETUP.EXE. (Note: if your CD-ROM drive letter is different than D: , you will see your CD-ROM drive letter designation instead of D:).
6. Click on the Finish button to start the installation process and follow the on screen instructions.

Starting *Haunted House*

Windows

If you have any problems running *Haunted House*, please read the *Haunted House* Help file in the Reed Interactive program group on your hard disk.

1. If you have not already installed *Haunted House*, you must do so before starting the program for the first time. See the previous section for installation details.
2. If you use a screen saver, turn it off before starting. It could affect the colors and animations. See the screen saver's manual for details.
3. Insert the *Haunted House* CD in your computer's CD-ROM drive.
4. Double click on the *Haunted House* icon and start to play.

Windows 95

Insert the *Haunted House* CD, and on the first *Haunted House* screen, click on Play to start. If the introduction screen does not appear, then proceed as follows:

1. Click on the Start button on the Taskbar to bring up the Start menu.
2. Select Programs; then select from the cascading submenu: Reed Interactive; then click on *Haunted House*.

Macintosh

1. Insert CD-ROM disc.
2. Double click on the *Haunted House* icon.

Uninstalling *Haunted House* (Windows)

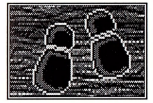
To uninstall the program, double click on the *Haunted House* Uninstall icon in the Reed Interactive program group. Follow the on-screen instructions.

Getting Around in the *Haunted House*

Once in the *Haunted House*, your cursor becomes a moth. Let your imagination take flight. Move around and watch for the moth to change shape. When the moth pulls in its wings, something of interest lies beneath. Clicking will make some *very* interesting things happen.

When the cursor turns into a key, you've discovered one of the secret spots containing a number in the combination lock. Click on this spot to enter the number into the tumbler. Beware! Next time you play, these secret spots will all be different.

You will find doors in many of the rooms. When the cursor is over a door and turns into an arrow, a click will take you into the next room.
At the bottom of each screen you will find the *navigation bar.*

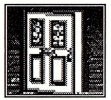


On the far left of the navigation bar is a set of *footprints.* Click on them to take a step back.

Click on the *Haunted House* icon to see a floorplan of the house. There are two parts to the floorplan. On the right, you will find a cutaway view showing all four levels: cellar, first floor, second floor, and attic. The level you're currently on is outlined in a ghostly shade of green. Click on any level in the house and on the left you will see the arrangement of rooms for that level. Green footprints on the floorplan show you which room you're in at the moment. Click on any room, and quicker than you can say *Boo!* you will find yourself there. . . for better or worse.

In the center of the navigation bar you will find the *combination lock.* The numbers you find hidden around the house will be entered here. When you get all five, you can enter the cellar . . . at your own risk, of course.

The *bell* icon turns bright yellow when you trigger one of the *Haunted House's* games. Click on the bell if you need help.



The *front door* icon quits the game.

Four Floors and 20 Years Ago.

The *Haunted House* is, shall we say, a *spirited* place, from top to bottom. Over the years, an assortment of strange things have slowly accumulated in its dark corners, along with some very unusual residents. There's a lot to see in every room of the house, but be on your guard, or you might just get scared silly.

There are four levels:

The First Floor — The game starts at our lovely entry hall. To the left is the door to the kitchen; to the right, the entrance to the lounge, and in the center, the door to the cellar. Do watch out for the vacuum. It's a bit . . . *sensitive,* at least until you get all the numbers for the combination lock.

The Second Floor — Off the corridor, which houses its own intrigues, explore the bedroom and bathroom. Overhead in the corridor there's a trap door. Watch your head! Where doesit lead to?

The Attic — A room of treasures and toys. You might find a number you need among the many scary relics of ghouls gone by.

The Cellar — Once you have found all five numbers in the combination lock, you can go into the cellar. Here's where the key to the house lies, but you'll have to look very, very carefully to find it. Its location is a dark secret that changes every time you play.

Fun and Games

Some of the *passed* residents of the *Haunted House* have left behind a few of their favorite pastimes for you to enjoy. Be sure and check out everything in each of the rooms, because if you don't, you'll never find the fun and games.

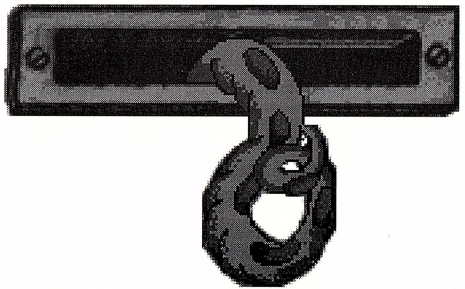
Here are a few haunted hints:

KiTCHEN — Concentrate to remember where each item is as you click to open the upper cabinet doors. Open two in a row to reveal the same thing, and the doors stay open. When you've found everything, watch what happens!

BATHROOM — You'll put your foot down on this one, then the next move will be yours. Three in a row starts the show.

ATTiC — "Come into my attic," said the spider to the fly. Find the spot and you'll soon be entangled. Help the spider catch as many moths as possible before they fly away. Have fun, in fact, have a *moth ball.*

Remember, if you need help with any game, just click on the yellow bell.



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Senior Art Director
John Lucas

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Art Director
Terrence Glenn

Production Manager
David J. Watson

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Darrin Brege
Laughlan Campbell
Tod Carter
David Donar
John Fountain
Michelle Foster
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Jennifer Moulios
Michael Nickelson
Wendie Price-Simms
Nicholas Pritula
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With apologies to

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Ludwig van Beethoven
Julius Benedict
Georges Bizet
Charles Borel-Clerc
Mary D. Brine & Theodore M. Tobani
William Dillon & Harry von Tilzer
William S. Gilbert & Arthur Sullivan
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Carrie Jacobs-Bond
Felix Mendelssohn
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